



STREET FIGHTER III DOUBLE IMPACT

20 PTS.



STREET FIGHTER III DOUBLE IMPACT

20 PTS.

TAKE IT TO THE EDGE CAPCOM EDGE

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR DON'T FIGHT IT! JOIN TODAY! MEMBERSHIP DETAILS INSIDE. CHECK OUT: WWW.CAPCOM.COM

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA 94086
© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED. CAPCOM, STREET FIGHTER and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER III DOUBLE IMPACT and CAPCOM EDGE are trademarks of CAPCOM CO., LTD.
Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA.
WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,480,374; 5,525,770; 5,627,895; 5,688,178; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No.2870538. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.

CAPCOM
www.capcom.com

SEGA

SEGA



CAPCOM



T-1210N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting STREET FIGHTER III: DOUBLE IMPACT for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000 ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED.

CAPCOM, the CAPCOM LOGO and STREET FIGHTER are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER III: DOUBLE IMPACT and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.

CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

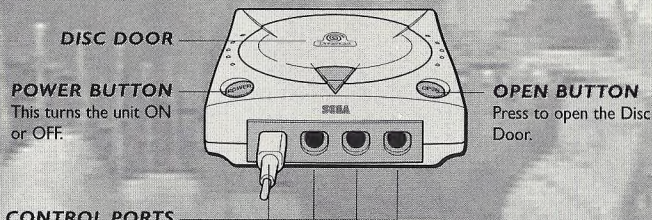
<http://www.capcom.com>

Visit our website to see all the great new CAPCOM products or to check out featured games on-line! You can also e-mail us at megamail@capcom.com for technical help or to find out what's new at CAPCOM!

CONTENTS

Sega Dreamcast™	2
Visual Memory Unit (VMU)	2
Starting a Game	3
Saving Game Data	3
Controls (default)	4
Combat Screen	6
Combat Rules	7
Match Play	7
Draw Game	7
Game Modes	8
Arcade	8
Versus	8
Training	8
Parrying Attack	8
Option	9
Basic Special Attacks	10
Special Attacks for 2ND IMPACT	11
Street Fighters	12
Alex	12
Ryu	13
Ken	13
Yun	14
Yang	14
Sean	15
Ibuki	15
Elena	16
Urien	16
Oro	17
Necro	17
Hugo	18
Dudley	18
Capcom Edge	20

SEGA DREAMCAST™



Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. **STREET FIGHTER III: DOUBLE IMPACT** uses Control Ports A and B.

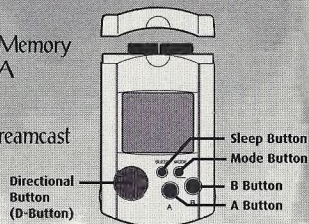
Note: Purchase additional controllers (sold separately) to play with two or more people.

STREET FIGHTER III: DOUBLE IMPACT is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

VISUAL MEMORY UNIT (VMU)

To save option settings and high score data, insert a Visual Memory Unit (VMU) into socket 1 of the controller in Control Port A **BEFORE** turning on the Sega Dreamcast.

Note: While saving game data, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



STARTING A GAME

Press the **START** Button at the Title screen.

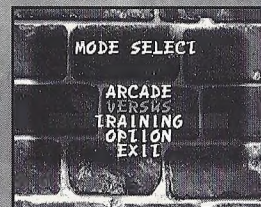
To make your selections on the following screens, use the **Directional Button** or joystick to choose and press the **A Button** to confirm.

- Select **STREET FIGHTER III** or **STREET FIGHTER III: 2ND IMPACT**.
- Select a game mode. (See game mode descriptions on page 8.)
- Select a street fighter. Character colors will differ depending on the button you press. (See fighter descriptions and individual moves starting on page 12.)
- Select a Super Art – a powerful special move – for your street fighter. (Each character has three Super Arts. Choose the one that matches your playing style. In order to use your fighter's Super Art, you must fill your Super Art Gauge. (See each character's Super Arts starting on page 12.)

SAVING GAME DATA

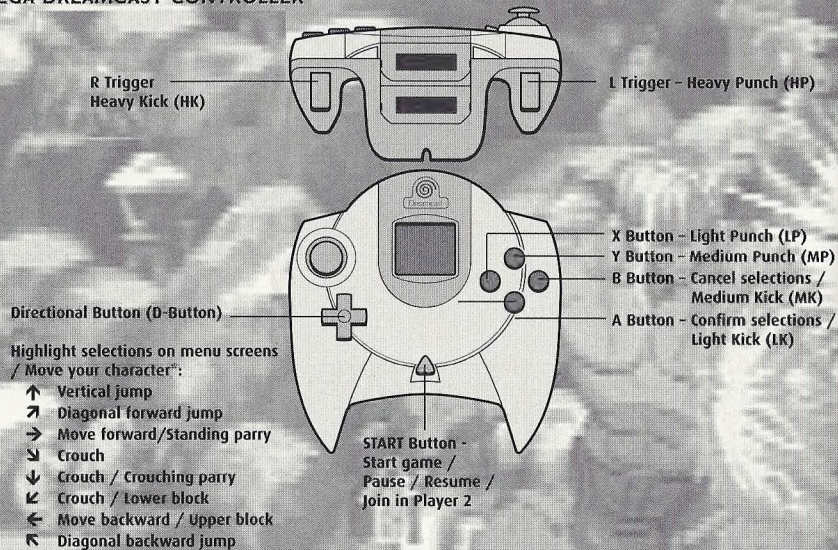
STREET FIGHTER III: DOUBLE IMPACT auto-saves game data, such as option settings and high score information, at certain points during the game. To take advantage of the auto-save feature, insert a Visual Memory Unit (VMU) into socket 1 of the controller plugged into Control Port A (see page 2).

This game requires 4 free blocks to save game data.



CONTROLS (default)

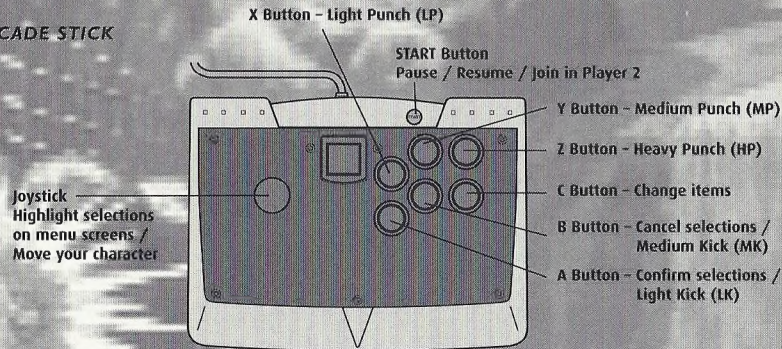
SEGA DREAMCAST CONTROLLER



* These moves are for characters facing right. Reverse the left/right directions for fighters facing left.

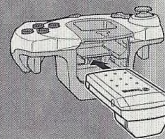
Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

ARCADE STICK



JUMP PACK

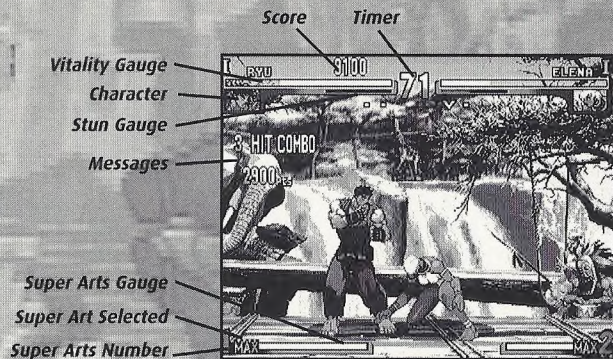
STREET FIGHTER III: DOUBLE IMPACT supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. (The Jump Pack cannot be used with the Arcade Stick.)



NOTES:

- STREET FIGHTER III: DOUBLE IMPACT** is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- The Analog Thumb Pad is not used in this game.
- When using any controller, to return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments using the Button Config option. See page 9.

COMBAT SCREEN



Score	Player's current score.
Timer	Shows remaining round time.
Playtime / No. of Wins	Appears next to a character's name. Shows playing time for 1 Player games, number of wins for 2 Player games.
Vitality Gauge	Color bar decreases as character is attacked. If the color bar disappears, the character is knocked out.
Character	Name and portrait of street fighter.
Stun Gauge	When this gauge fills up, the character is stunned and becomes dizzy.
Messages	Various messages appear for both fighters as the battle goes on.
Super Arts Gauge	Super Arts is available when this gauge is full.
Super Art Selected	Super Art currently selected.
Super Arts Number	Number of Super Arts available. (Each Super Art has its own max number of uses.)
Win Mark	Displays when one character defeats the other.

COMBAT RULES

MATCH PLAY

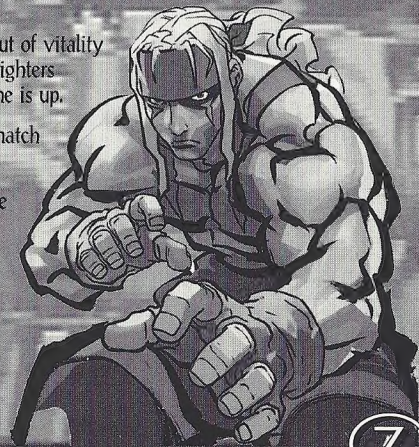
- Each round lasts for 99 counts (default) or until one fighter wins.
- The first player to use up all the opponent's vitality before time is up wins the round.
- If both players have some vitality remaining when time is up, the player with more vitality wins the round.
- The first player to win two out of three rounds (default) wins the match.

DRAW GAME

A draw game occurs when both fighters run out of vitality at the same time (double K.O.), or when both fighters have the same amount of vitality left when time is up.

If a draw game occurs in the final round, the match is judged on points.

Note: Use Option Mode to change round time and number of rounds in a match. See page 9.



GAME MODES

ARCADE 1 OR 2 PLAYER(S)

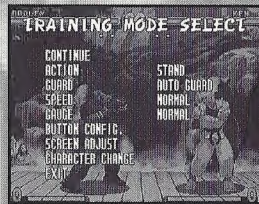
Fight against CPU opponents, one after the other. Defeat all comers and see a victory ending. Player 2 can join in any time by pressing START. You can continue even if you lose.

VERSUS 2 PLAYER COMPETITION

Challenge a friend head-to-head. Insert two controllers into your Sega Dreamcast before starting. Choose a fighter, handicaps and stage before every match; choose a Super Art for each round (default, can be changed in Option Mode, see page 9).

TRAINING

Practice your moves and combos. Choose your character and sparring partner. During training, press START to open the Training Menu and adjust the sparring partner's settings. Use the Directional Button or joystick $\uparrow/\downarrow$ to make a selection and $\leftarrow/\rightarrow$ to change the setting. Press the A Button to confirm.



PARRYING ATTACK

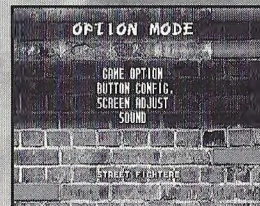
(BONUS STAGE MODE) 1 PLAYER ONLY

Available only in STREET FIGHTER III: 2ND IMPACT. Perform parrying to basketballs that Sean throws in. Choose a Level Mode:

- Normal – Play any level from 1 to 5.
- Survival – Play through levels 1 to 5 in order.

OPTION

Use the Directional Button or joystick $\uparrow/\downarrow$ to make a selection and $\leftarrow/\rightarrow$ to change the setting. Press the A Button to confirm, press START to return to the Title screen.



Game Option

Difficulty	Add stars to make the opponent tougher to beat (1 Player games only).
Time Limit	Set the time limit per round.
Rounds	Set the number of rounds per match.
Damage Level	Adjust the amount of damage done by characters' attacks.
Speed	Add stars to speed up gameplay.
S.A. Screen	Adjust the background effect when a Super Art is performed.
S.A. Gauge	Adjust the beginning number on the Super Art Gauge.
S.A. Select (VS)	Turn the selection of Super Arts for each round ON/OFF (Versus Mode only).
Life Gauge	Adjust the settings on the Vitality Gauge.
Player 1/2 (VS)	Set character control in Versus Mode. For example, set both to "CPU" to watch a CPU vs. CPU match.
Button Config	Change the button assignments.
Screen Adjust	Adjust the screen setting for your monitor.
Sound	
Audio	Choose stereo or monaural sound to match your speaker setup.
BGM Level	Adjust volume for background music.
SE Level	Adjust volume for sound effects.
BGM Test	Sample the game's background music.

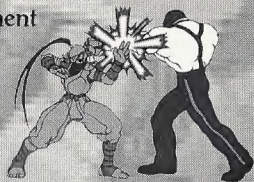
BASIC SPECIAL ATTACKS

In the moves below, the D-Button/joystick moves are for fighters facing right. Reverse the left/right actions for fighters facing left.

Block

D-Button/joystick away from opponent

You can perform either a standing or crouching Use a right block to ward off an opponent's attack. You cannot block in the air.



Throw

← or → + MP or HP or MK or HK (near opponent)

Quick Standing

↓ (on impact with the ground)

When an opponent knocks or throws you up into the air, press ↓ the moment you touch the ground.

High Jump

↓↓

Dash

→→ or ←←

Leap Attack

↓↓↓ + P or K

Jump lower than a regular jump and attack. Effective against an opponent who is doing a crouching block.

Parrying

→ or ← toward opponent

You can perform either a standing or crouching parry.

Lower Parrying

D-Button/joystick toward opponent, or ↓

Press toward opponent for an upper attack or ↓ for a lower attack the moment your opponent's attack hits you. If you succeed, you can move first and take the advantage.

Name: _____
Relationship to Child: _____
Address: _____
Signature: _____

Parental Consent: If under 18 years old, I have read and understand

Capcom's Privacy Policy and hereby consent to Capcom's collection and use of the information disclosed on this card.

On Capcom's website, Capcom may use "cookies" to enhance your experience at our Web site. Cookies are pieces of information that we may place on your computer to help "personalize" your visit to the site. For example, a cookie will allow us to remember certain things about you, such as your screen name or where you left off in a game. The cookie only tells us that you have visited the site and may contain certain information that will help us make your visit more enjoyable but does not give us your personally identifiable information. Capcom's Web sites may contain links to other sites for your convenience. Because Capcom does not operate these other sites, we cannot guarantee that they will observe the same privacy policy. We encourage parents to monitor their children's online use, and to help us protect their privacy by instructing them to never provide personally identifiable information, such as names and addresses, on this site or any other site without permission. If you are a parent or guardian and are interested in knowing more about Capcom's policy regarding the online collection of information from children, we recommend reviewing the Children Privacy Policy.

Buttons
version
Super



BAS

In the n
the left

Block

Throw

Quick S

High J

Dash

Leap At

Parrying

Lower I



Capcom Privacy Policy
Capcom is very concerned about the protection of privacy for all Capcom customers. Capcom respects your privacy and your choice not to have your personally identifiable information shared with other people. Capcom collects personally identifiable data, such as names, addresses, e-mail addresses, and the like, only when voluntarily submitted through Capcom's registration process by a customer or a Web site visitor. All information gathered in the registration process will be used only by Capcom, Inc. to improve Capcom's products, services and Web site and to inform you of Capcom's new products, new releases and promotional programs. Capcom will not share any personally identifiable information you provide with any other company without permission. By signing up to receive a free subscription to GamePro Magazine under our Fighters Edge Program, you permit Capcom to share your information on your sign-up card with GamePro Magazine. Capcom may in the future request information from you that may be shared with others. In these situations, you will be told of this fact, and given an opportunity to say no.

To protect the information you've given to Capcom, we use commercially reasonable measures to prevent others from accessing your information. Once you register with Capcom, we will send you a notice, via postal or e-mail, confirming the accuracy of the information we have for your registration. If you find any information inaccurate, you may correct information by sending us the information via postal mail or e-mail and we will implement such correction. If at any time you want to update your contact information or you do not want to receive new product information from us, let us know by contacting us at registration@capcom.com. Please be sure to include in your message the name of the site at which you registered and the e-mail address you used to register so that we can verify your request.

Warranty Registration
Capcom Entertainment, Inc.
475 Oakmead Parkway
Sunnyvale, CA 94088

TO REGISTER PLEASE DROP THIS CARD IN AN ENVELOPE AND MAIL TO:

SPECIAL ATTACKS FOR 2ND IMPACT

EX Special Move

2 P or 2 K buttons

When the Super Arts Gauge is blinking light blue, press two P or K buttons while inputting a Special Move command to perform a more powerful version of the Special Move. An EX Special Move requires a certain amount of Super Arts Gauge.

Personal Action

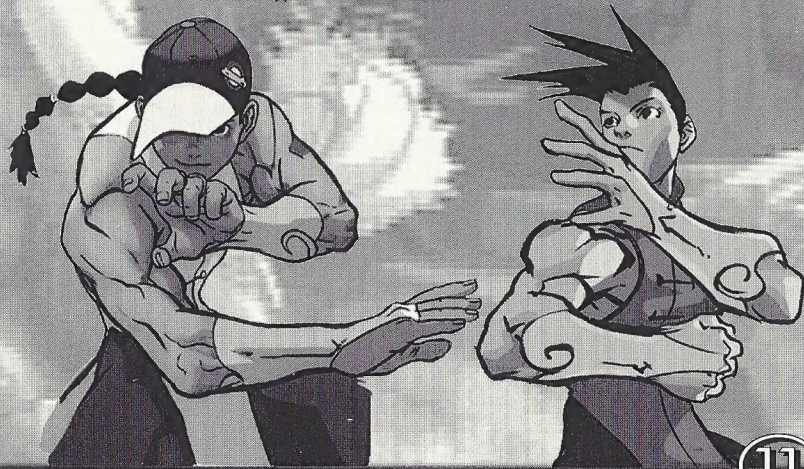
HP + HK simultaneously

Each character has a Personal Action that has a unique effect.

Grapple Defense

→ or ← + MP or HP or MK or HK

Input the command the moment the opponent grabs you to escape from the opponent's throw move.



STREET FIGHTERS

Moves given in this section are for fighters facing right. Reverse the left/right actions for fighters facing left. Also, these abbreviations are used:

- P = Punch
- [1st] = Only available in STREET FIGHTER III
- K = Kick
- [2nd] = Only available in STREET FIGHTER III: 2ND IMPACT



ALEX

Despite his large frame, Alex is extremely quick and powerful, especially in hand-to-hand combat. He mainly employs swinging punches complemented by throws.

SPECIAL MOVES

- Flash Chop ↓↘→ + P
- Power Bomb →↘↓↙← + P
- Air Knee Smash →↓↘ + K
- Air Stampede ↓ (charge) ↑ + K
- Slash Elbow ← (charge) → + K [2nd]

SUPER ARTS (Choose One)

- I Hyper Bomb 360° Motion + P
- II Boomerang Raid ↓↘→↓↘→ + P
- III Stun Gun Headbutt ↓↘→↓↘→ + P

Ryu travels the world seeking true strength. His fighting style is based on Karate. While his moves are not as flashy as other fighters', his technique always fascinates his opponent.

SPECIAL MOVES

- Hadoken ↓↘→ + P
- Shoryuken →↓↘ + P
- Hurricane Kick ↓↙← + K
- Air Hurricane Kick ↓↙← + K (in the air) [2nd]
- High-Blade Leg Kick ←↙↓↘→ + K

SUPER ARTS (Choose One)

- I Shinku Hadoken ↓↘→↓↘→ + P
- II Shin Shoryuken ↓↘→↓↘→ + P
- III Denjin Hadoken ↓↘→↓↘→ + P (chargeable)



RYU

KEN

Ken's fighting style is based on his practice with Ryu and numerous experiences. Opponents say they see rising flames in his ruthless attacks.

SPECIAL MOVES

- Hadoken ↓↘→ + P
- Shoryuken →↓↘ + P
- Hurricane Kick ↓↙← + K
- Air Hurricane Kick ↓↙← + K (in the air) [2nd]

SUPER ARTS (Choose One)

- I Shoryu Reppa ↓↘→↓↘→ + P
- II ShinRyu-Ken ↓↘→↓↘→ + K
- III Shippu Jinraikyaku ↓↘→↓↘→ + K



Yun learned Chinese martial arts from his grandfather, together with his younger brother Yang. Yun wears down opponents with lightning-fast combos. Yang's style is to strike opponents with wave-like attacks.

SPECIAL MOVES

Twin Palm Strike	↓↙← + P
Lunging Fist	↓↘→ + P
Senkyutai	↓↘→ + K
Cartwheel	→↘↓↙← + K
Tetsuzanko	→↓↘ + P [2nd]

SUPER ARTS (Choose One)

STREET FIGHTER III

- I Tenshin-Senkyutai ↓↘→↓↘→ + K
- II Sourai Rengeki ↓↘→↓↘→ + P
- III Geneijin ↓↘→↓↘→ + P

STREET FIGHTER III: 2ND IMPACT

- I You-Hou ↓↘→↓↘→ + P
- II Sourai Rengeki ↓↘→↓↘→ + P
- III Geneijin ↓↘→↓↘→ + P

SPECIAL MOVES

Twin Palm Strike	↓↙← + P [1st]
Lunging Fist	↓↘→ + P [1st]
Senkyutai	↓↘→ + K
Cartwheel	→↘↓↙← + K
Tourozan	→↓↘ + P [2nd]
Byakko Soushoda	↓↙← + P [2nd]

SUPER ARTS (Choose One)

STREET FIGHTER III

- I Tenshin-Senkyutai ↓↘→↓↘→ + K
- II Sourai Rengeki ↓↘→↓↘→ + P
- III Geneijin ↓↘→↓↘→ + P

STREET FIGHTER III: 2ND IMPACT

- I Raishin Mahhaken ↓↘→↓↘→ + P
- II Tenshin-Senkyutai ↓↘→↓↘→ + K
- III Seiei Enbu ↓↘→↓↘→ + P

YUN

Sean works hard at imitating Ken's techniques and moves, but he hasn't quite perfected them yet. Sean's weakness is receiving attacks while he is attacking. His dream is to perfect his own original combo.

SPECIAL MOVES

Sean Tackle	←↙↓↘→ + P
Dragon Smash	→↓↘ + P
Tornado Kick	↓↙← + K
Ryubi Kyaku	↓↘→ + K

SUPER ARTS (Choose One)

- I Hadou-Burst ↓↘→↓↘→ + P
- II Shoryu-Cannon ↓↘→↓↘→ + P (press rapidly)
- III Hyper Tornado ↓↘→↓↘→ + P

SEAN

Ibuki's strengths lie in Ninjutsu combined with all the ancient Japanese martial arts. Her quick, sharp movements allow her to close in on an opponent and inflict severe damage to a weak point with a deadly blow.

SPECIAL MOVES

Kunai	↓↘→ + P (in the air)
Raida	→↘↓↙← + P
Kubi Ori	←↙↓↘→ + K
Kaze Kiri	→↓↘ + K
Tsumuji	↓↙← + K then K
Hien	←↙← + K

SUPER ARTS (Choose One)

- I Kasumi Suzaku ↓↘→↓↘→ + P (in the air)
- II Yoroi Doushi ↓↘→↓↘→ + P
- III Hashinsho ↓↘→↓↘→ + P

IBUKI

YANG

Elena uses Capoeira to take advantage of her long, strong legs. Her unusual fighting technique employs dancing and legwork - perfect for catching even the strongest foes.

ELENA

SPECIAL MOVES

Scratch Wheel	→↓↘ + K
Rhino Horn	←↙↓↘ + K
Mallet Smash	→↓↙↘ + P
Spin Size	↓↙↘ + P [2nd]

SUPER ARTS (Choose One)

- I Spinning Beat ↓↘→↓↘→ + K
- II Brave Dance ↓↘→↓↘→ + K
- III Healing ↓↘→↓↘→ + P

URIEN

Being the brother of the self-proclaimed deity Gill, Urien shares many of Gill's traits, from his basic fighting style to his somewhat strange appearance. (Urien is only selectable in 2ND IMPACT.)

SPECIAL MOVES

Chariot Tackle	← (charge) → + K
Violence Knee Drop	↓ (charge) ↑ + K
Dangerous Headbutt	↓ (charge) ↑ + P
Metallic Sphere	↓↘→ + P

SUPER ARTS (Choose One)

- I Tyrant Slaughter ↓↘→↓↘→ + P
- II Temporal Thunder ↓↘→↓↘→ + P
- III Aegis Reflector ↓↘→↓↘→ + P

One-hundred forty years old, Oro the hermit lives in a cave with animals deep in the Amazon jungle. Long experience and a supreme athletic ability allow him to perform super-human attacks.

SPECIAL MOVES

Nichirin Sho	← (charge) → + P
Oni Yanma	↓ (charge) ↑ + P
Nioh Riki	→↓↙↘ + P
Jinchu Watari	↓↘→ + K

SUPER ARTS (Choose One)

- I Kishin Riki ↓↘→↓↘→ + P then P near opponent
- II Yagyou-Dama ↓↘→↓↘→ + P
- III Tengu-Stone ↓↘→↓↘→ + P

ORO

The secret organization changed Necro's DNA structure to enable super-flexible movements and contortions. This cybernaut's fighting style was simulated by computer, then implanted in his brain with cyber technology.

SPECIAL MOVES

Electric Blaster	→↓↘ + P (press rapidly)
Spinning Punch	←↙↓↘→ + P
Flying Viper	↓↙↘ + P
Snake Fang	←↙↓↘→ + K
Rising Cobra	↓↙↘ + K

SUPER ARTS (Choose One)

- I Magnetic Storm ↓↘→↓↘→ + P (press rapidly)
- II Slam Dance ↓↘→↓↘→ + P
- III Electric Snake ↓↘→↓↘→ + P

NECRO



Hailing from Germany, Hugo is a gigantic pro-wrestler who is 7' 2" tall and weighs in at 445 lb. His powerful muscles and huge body crush opponents. (Hugo is only selectable in 2ND IMPACT.)

SPECIAL MOVES

Giant Palm Bomber	↓↙← + P
Somersault Press	360° motion + P
Shutdown Backbreaker	→↓↘ + K
Monster Lariat	↓↘→ + K
Ultra Throw	→↘↓↙← + K

SUPER ARTS (Choose One)

I Gigas Breaker	360° motion twice + P
II Megaton Press	↓↘→↓↘→ + K
III Hammer Frenzy	↓↘→↓↘→ + P

HUGO DUDLEY



Dudley tops his profession as a heavy-weight boxer with powerful technique and speed. His honed style requires him to seek the perfect fight - inside or outside the ring.

SPECIAL MOVES

Jet Uppercut	↓↘→ + P
Machinegun Blow	←↙↓↘→ + P
Ducking Straight	←↙↓↘→ + K then P
Ducking Uppercut	←↙↓↘→ + K then K
Cross Counter	→↘↓↙← + P
Thunder Bolt	←↙← + K [2nd]

SUPER ARTS (Choose One)

I Rocket Uppercut	↓↘→↓↘→ + P
II Rolling Thunder	↓↘→↓↘→ + P (press rapidly)
III Corkscrew Blow	↓↘→↓↘→ + P

NOTES





TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3X5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:

CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94086

Offer valid 9/1/99 to 8/31/00. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of purchase points (or original UPC code) and shipping and handling fees to Capcom Entertainment (see www.capcom.com for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 8/31/00.

© CAPCOM CO., LTD. 2000. © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

CAPCOM

www.capcom.com

CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jannie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Megenity; Special thanks to: Tom Shirawa, Miki Takano, Bill Gardner, Robert Lindsey, Neal Robison and Mark Galarneau.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Sega Dreamcast GD-ROM ("GD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the GD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire GD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your GD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the GD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the GD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective GD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your GD-ROM certified mail. CAPCOM will replace the GD-ROM, subject to the conditions above. If replacement GD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH

STREET FIGHTER II:
DOUBLE IMPACT

20 PTS.



STREET FIGHTER II:
DOUBLE IMPACT

20 PTS.

HEREIN, IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076. Re. 35,839; Japanese Patent No. 2870538; (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.



STREET FIGHTER II:
DOUBLE IMPACT